

Project Name: 01-T2-Minecraft Game Mode  
Report Date: 2025, April 13th

Deliverable	Tasks	Complete%	Current Status Memo	Assigned To	First 3 Weeks			Milestone #1			Milestone #2					Milestone #3				C-Day	
					01/05	01/12	01/19	01/26	02/02	02/09	02/16	02/23	03/02	03/09	03/16	03/23	03/30	04/06	04/13	04/20	04/27
Preliminaries	Join KSU Minecraft Discord/Servers	100%		All		0															
	Research "Paper" (Plug-in)	100%		All				3													
	Set-up IDEs (IntelliJ with MC Development Plugin)	100%		Logan, Matthew				3													
	Set-up Local Test Environment	100%		Logan, Matthew				3													
	Create working Template Plugin	100%		Logan, Matthew				3													
	Github Repository & Organization Setup	100%		All	3																
	Website Setup	100%		All											2						
	Project Pitch Assignment	100%		Ashley, Bryan			3														
General Tasks	Project Selection Assignment	100%		All	3																
	Project Plan Assignment	100%		All		3															
	SRS & SSD Assignment	100%		All			4	6													
	Development Document	100%		All					2	2	4	4									
	STP & STR	100%		All									3	3							
	Fianl Report & Finalization	0%		All														4	4		
	Creating Designs	100%		Ashley, AnnaGrace							2	2	2	2	2	2	2	2	2		
	C-Day Poster	100%		Bryan														4	2		
	C-Day Presentation	100%		Bryan															4		
Milestone 1	Game Design Document	100%		All				6	6												
	Sponsor Presentation & Recording	100%		All					4												
	Design Command structure and Permissions	100%		Bryan, Logan, Matthew					3												
	Establish libraries to use (Paper, World Edit, MySQL, etc)	100%		Logan, Matthew					4												
	Establish Game Mechanics, Rules, Players, Teams, etc	100%		All					4												
	Setup plans for the world/map	100%		Ashley, AnnaGrace						6											
	(After Approval) Implement Libraries & Build Map	100%		All						4											
	Get a basic model for the code	100%		Logan, Matthew						4											
Milestone 2	Sponsor Presentation & Recording	100%		All										6							
	Verify async compatible processes handled off main thread	100%		Logan, Matthew																	
	Complete a working prototype for the Game Mode	100%		All							4	4	4	4	4						
	Finish building map/world	100%		Ashley, AnnaGrace								4	2	2	2	2	2	2			
	Set-up database connections (config options) (if needed)	100%		Logan, Matthew										4							
	Set-up table creation	100%		Logan, Matthew									3	3							
	Set-up read/write (if needed)	100%		Logan, Matthew									3	3							
	Sponsor Presentation & Recording	100%		All											6						
Milestone 3	Sponsor Presentation & Recording	100%		All															4		
	Polish game to be user friendly	100%		All												5	5	5	5		
	Bug Testing	100%		All												3	3	2	2		
	Play Testing	100%		All												3	3	2	2		
	Implement Feedback from Testing	100%		All															3		
	Documentation on Set-up, commands, permissions, config, etc	100%		All														3	6		
Total work hours				249	6	3	7	24	21	16	6	16	18	18	23	20	15	18	34	4	0

Legend	
Planned	
Delayed	
Number	Work: Man Hours